 Insert coin and wait for the machine to reset.

 Shoot ball to light green and yellow bumpers and lanes.

 Advancing bonus will light extra ball target lights. Hitting target when lit  
 scores **1 Extra Ball.**

 Advancing bonus will light special target lights. Hitting target when lit scores  
 **1 Replay.**

 Collect bonus score when the ball leaves the playfield.

 Matching the last numbers of the score with the number which lights on the  
 back glass at the end of the game, scores **1 Replay.**

**TILT  
ENDS  
GAME**

M-1508-35-A

 Insert coin and wait for the machine to reset.

 Shoot ball to light green and yellow bumpers and lanes.

 Advancing bonus will light extra ball target lights. Hitting target when lit  
 scores **1 Extra Ball.**

 Advancing bonus will light special target lights. Hitting target when lit scores  
 **1 Replay.**

 Collect bonus score when the ball leaves the playfield.

 Matching the last numbers of the score with the number which lights on the  
 back glass at the end of the game, scores **1 Replay.**

TILT

disqualifies  
ball in play  
from  
further scoring

M-1508-35-A1

 Insert coin and wait for the machine to reset.

 Shoot ball to light green and yellow bumpers and lanes.

 Advancing bonus will light extra ball target lights. Hitting target when lit  
 scores **1 Extra Ball.**

 Advancing bonus will light special target lights. Hitting target when lit scores  
 **1 Replay.**

 Collect bonus score when the ball leaves the playfield.

**TILT  
ENDS  
GAME**

M-1508-35-B

 Insert coin and wait for the machine to reset.

 Shoot ball to light green and yellow bumpers and lanes.

 Advancing bonus will light extra ball target lights. Hitting target when lit  
 scores **1 Extra Ball.**

 Advancing bonus will light special target lights. Hitting target when lit scores  
 **1 Replay.**

 Collect bonus score when the ball leaves the playfield.

TILT

disqualifies  
ball in play  
from  
further scoring

M-1508-35-B1

 Insert coin and wait for the machine to reset.

 Shoot ball to light green and yellow bumpers and lanes.

 Advancing bonus will light extra ball or special target lights. Hitting target  
 when lit score **1 Add-A-Ball.**

 Collect bonus score when the ball leaves the playfield.

## INSTRUCTIONS

1 Add-A-Ball for score of 65,000 points.

1 Add-A-Ball for score of 110,000 points.

For amusement only.

TILT DISQUALIFIES BALL IN PLAY  
FROM FURTHER SCORING.

M-1508-35-X

 Insert coin and wait for the machine to reset.

 Shoot ball to light green and yellow bumpers and lanes.

 Advancing bonus will light extra ball or special target lights. Hitting target  
 when lit score **1 Add-A-Ball.**

 Collect bonus score when the ball leaves the playfield.

## INSTRUCTIONS

1 Add-A-Ball for score of 50,000 points.

1 Add-A-Ball for score of 88,000 points.

For amusement only.

TILT DISQUALIFIES BALL IN PLAY  
FROM FURTHER SCORING.

M-1508-35-XX

#### 1 Replay for each score of 72,000 Points

#### 1 Replay for each score of 84,000 Points

**1 Replay for each score of 96,000 Points**

**1 Replay for each score of 110,000 Points**

—2

—1

#### 1 Replay for each score of 70,000 Points

#### 1 Replay for each score of 82,000 Points

**1 Replay for each score of 94,000 Points**

**1 Replay for each score of 108,000 Points**

#### 1 Replay for each score of Points

#### 1 Replay for each score of Points

**1 Replay for each score of Points**

**1 Replay for each score of Points**

—2

—1

#### 1 Replay for each score of Points

#### 1 Replay for each score of Points

**1 Replay for each score of Points**

**1 Replay for each score of Points**

M-1508-35-D

M-1508-35-E

Fonts used: News Gothic MT Std, News Gothic Std, News Gothic MT Std Condensed, Wingdings

**Cards status:**

M1508-35-A confirmed

Card M-1508-35-D1 scores are 70,000 – 82,000 – 94,000 – 108,000

Card M-1508-35-D2 scores are 72,000 – 84,000 – 96,000 – 110,000

Card M-1508-35-E scores are

Card M-1508-35-F scores are

Card M-1508-35-G scores are

Card M-1508-35-H scores are

M1508-35-A1 confirmed

M1508-35-B confirmed

M1508-35-B1 confirmed

M1508-35-X confirmed

M1508-35-XX confirmed

M1508-35-D confirmed

M1509- (coins & balls per game) are available in a separate file called: Balls\_per\_Game\_cards.zip and

is available from the Bally section on my website

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

[www.inkochnito.nl](http://www.inkochnito.nl)

If you like my work, please send me a donation via Paypal.